FIENDWURM

Ravenous Demonic Inventions

Habitat: Desert, Grassland, Underdark; **Treasure:** Any

What began life as a humble earthworm has been transformed into a titanic monstrosity. Fiendwurms are the result of demonic ritual magic involving a single worm that is suffused with malignant energy from the Abyss. Over time, the worm grows until it is nearly seventy feet long. The rituals involved create a two-way portal inside of the creature's belly that allows demons move from the Abyss into whatever plane the fiendwurm is on with ease, and creatures swallowed by the fiendwurm who survive the ordeal find themselves on the other side of the gateway.

The portal causes immense pain and discomfort to the fiendwurm, however, the accursed creature can quell this agony by consuming meat, living or otherwise. Fiendwurms are nearly impossible to control, and are often used by demons as chaotic siege engines meant to break the defenses of their enemies.

Fiendwurm

Gargantuan Monstrosity, Chaotic Evil

AC 22 **Initiative** +9 (19)
Hit Points 487 (25d20 + 225)
Speed 60 ft., Burrow 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 30	+10	+10	**DEX** 13	+1	+1	**CON** 28	+9	+9
INT 7	-2	-2	**WIS** 14	+2	+2	**CHA** 8	-1	-1

Skills Perception +10
Immunities Acid, Poison; Frightened, Poisoned, Prone
Senses Darkvision 60 ft., Tremorsense 120 ft., Passive Perception 20
Languages Understands Abyssal but can't speak
CR 25 (XP 75,000; PB +8)

Traits

Abyssal Portal. In the lowest part of the fiendwurm's gizzard is a two-way portal that leads to the Abyss. The portal is large enough for a Huge creature to pass through. A creature can willingly go through the portal by taking the ***Utilize*** action while swallowed by the fiendwurm, or while within 5 feet of the portal's entrance in the Abyss.

Acidic Hide. When a creature touches the fiendwurm or hits it with a melee attack, they take 22 (4d10) Acid damage.

Death Rift. When the fiendwurm dies, the portal inside of it implodes. *Dexterity Saving Throw:* DC 25, each creature in a 5-foot Emanation originating from the fiendwurm. *Failure:* The target is pulled through the imploding portal and teleported to the Abyss. *Success or Failure:* The fiendwurm's corpse and any object not being worn or carried within the Emanation is teleported to the Abyss.

Legendary Resistance (3/Day). If the fiendwurm fails a saving throw, it can choose to succeed instead.

Siege Monster. The fiendwurm deals double damage to objects and structures.

Actions

Multiattack. The fiendwurm makes three attacks, one with its Bite and two with its Slam, and uses Swallow.

Bite. *Melee Attack Roll:* +18, reach 5 ft. *Hit:* 36 (4d12 + 10) Piercing damage. If the target is Huge or smaller, they have the **Grappled** condition (escape DC 26), and it has the **Restrained** condition until the grapple ends.

Slam. *Melee Attack Roll:* +18, reach 15 ft. *Hit:* 37 (5d10 + 10) Bludgeoning damage and the target has the **Prone** condition.

Swallow. *Dexterity Saving Throw:* DC 25, one creature **Grappled** by the fiendwurm (it can have up to four creatures swallowed at a time). *Failure*: 23 (3d8 + 10) Piercing damage. If the target is Large or smaller, it is swallowed and no longer Grappled. A swallowed creature has the **Restrained** condition, has **Total Cover** against attacks and other effects outside the fiendwurm, and takes 24 (7d6) Acid damage at the start of each of its turns.

If a creature starts their turn swallowed by the fiendwurm they must struggle to avoid being pushed though the fiendwurm's Abyssal Portal. *Dexterity Saving Throw:* DC 18. *Failure:* The creature is forced through the fiendwurm's Abyssal Portal.

If the fiendwurm takes 50 damage or more on a single turn from a creature inside it, the fiendwurm must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 10 feet of the fiendwurm with the **Prone** condition. If the fiendwurm dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 15 feet of movement, exiting Prone.

Bonus Actions

Demonic Belch (3/Day). The fiendwurm wretches, expelling 1d4 demons from its mouth. The demons land in a space within 5 feet of the fiendwurm, and take their turn immediately after the fiendwurm on the same initiative count. Roll 1d100 to determine the type of demons summoned. 01-50: **Swarm of Dretches** *51-75*: **Quasits** *76-100*: **Vrocks**

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the fiendwurm can expend a use to take one of the following actions. The fiendwurm regains all expended uses at the start of each of its turns.

Abyssal Heave. The fiendwurm uses Demonic Belch.

Thrash. The fiendworm makes one Slam attack against a random hostile creature.

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